Overall system:

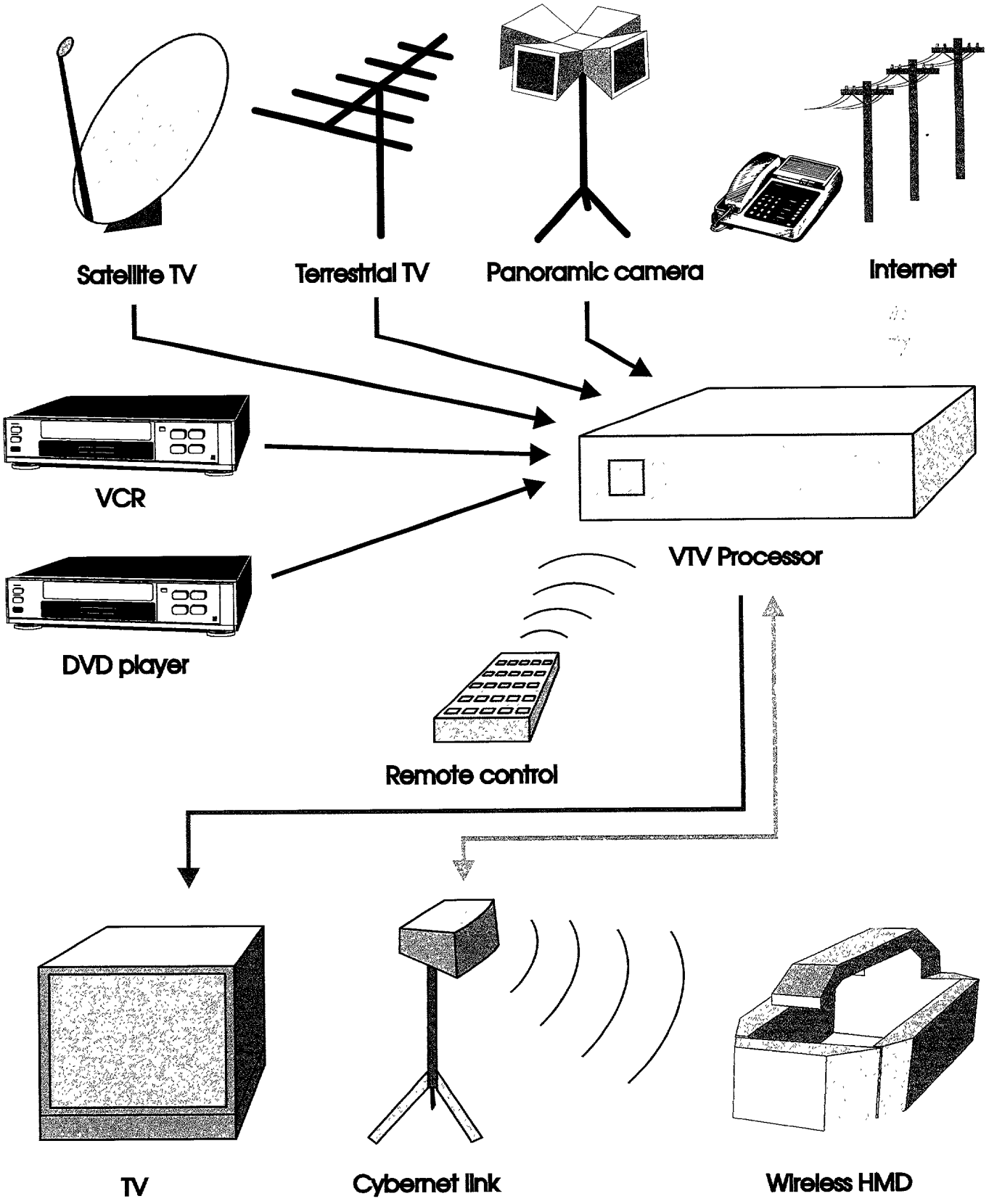


Fig. 1

Basic configuration:

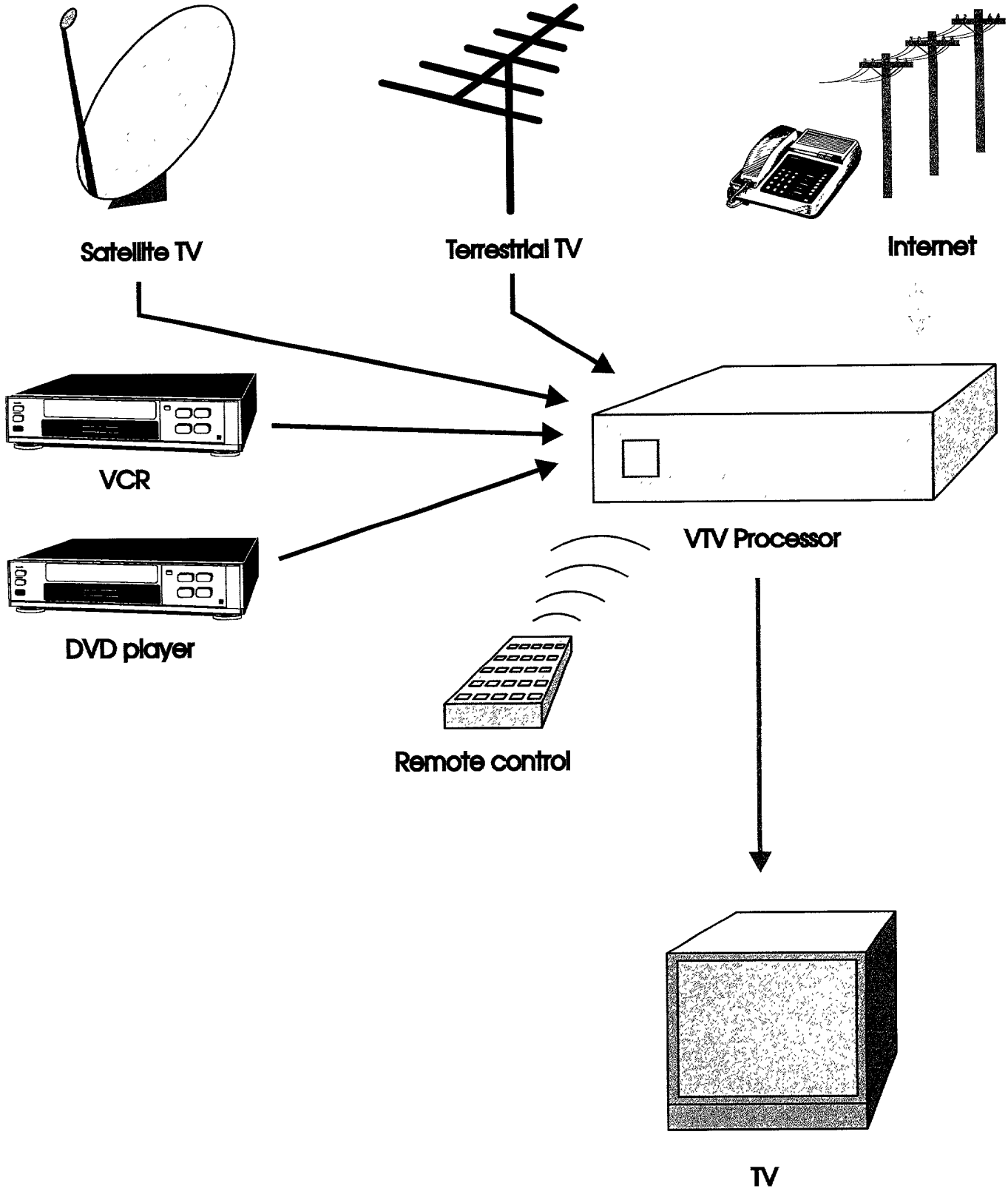


Fig. 2

Advanced configuration:

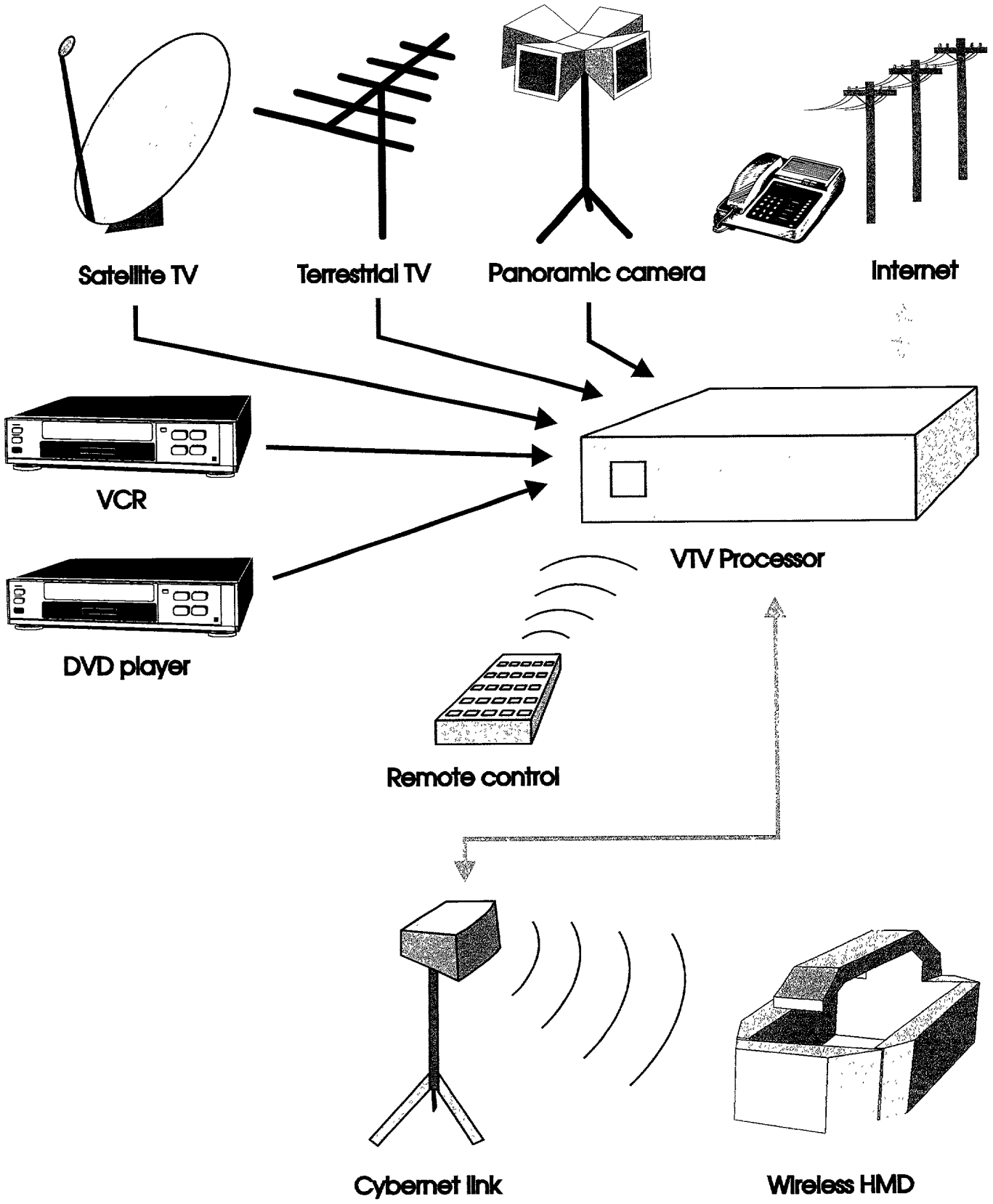


Fig. 3

Display field:

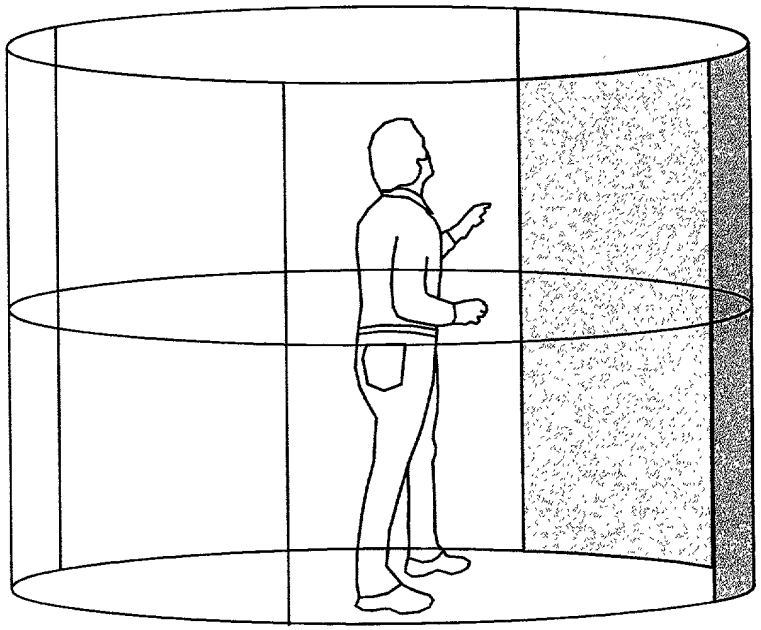


Fig. 4

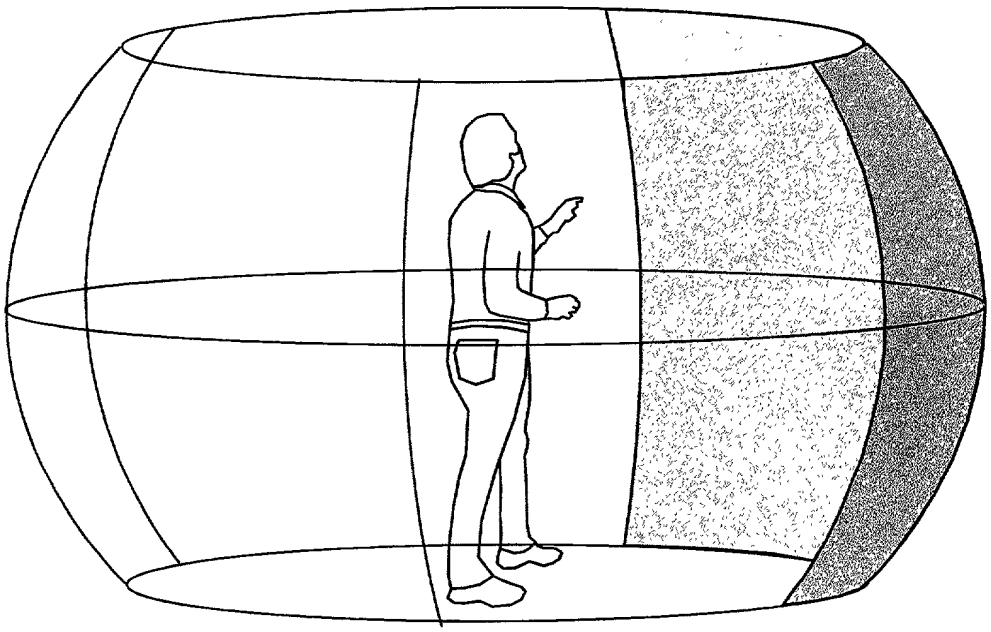


Fig. 5

Virtual sound:

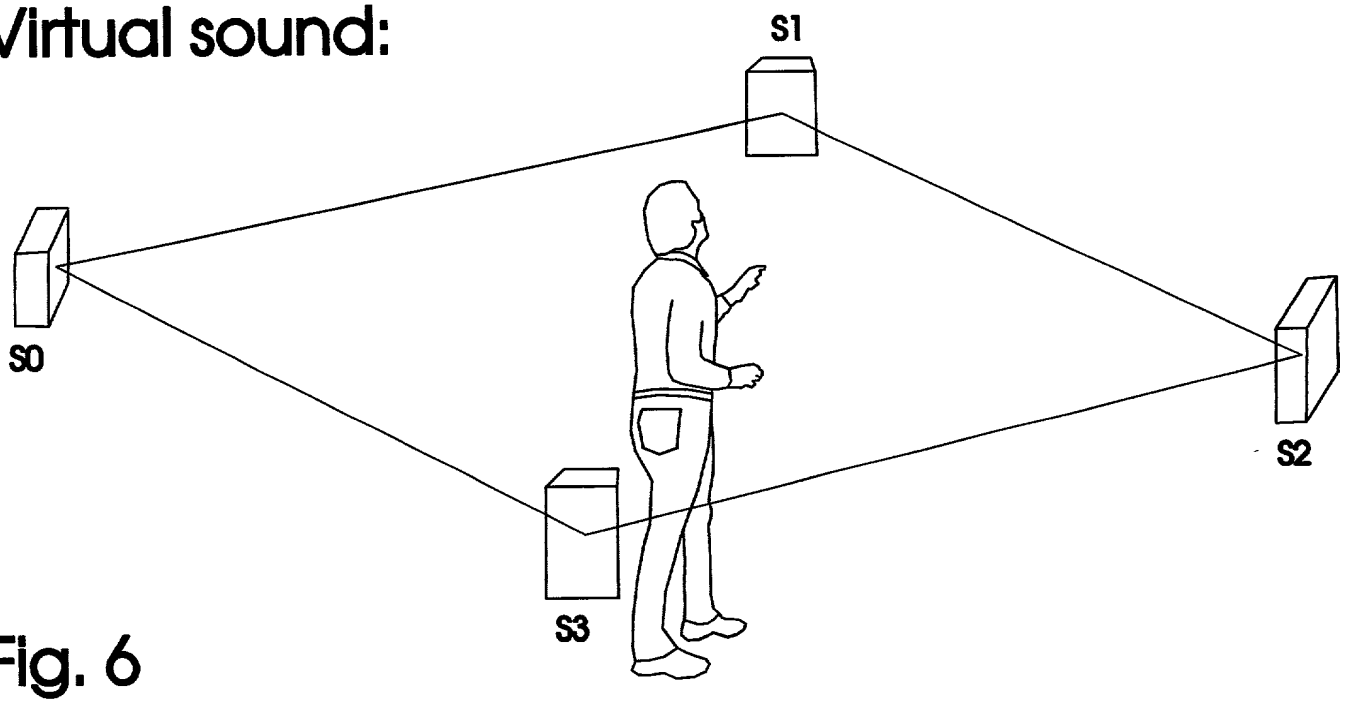


Fig. 6

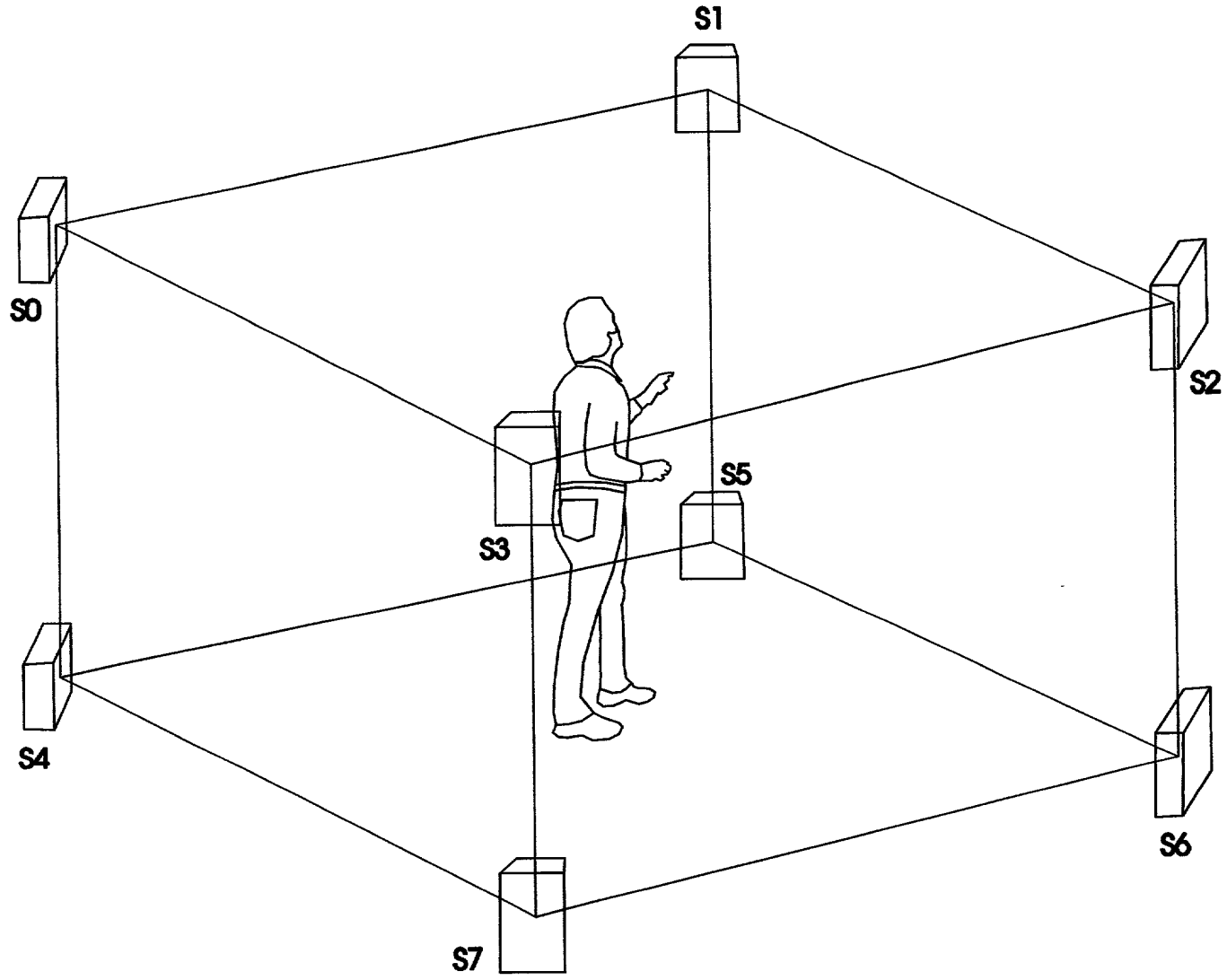


Fig. 7

VTV memory map:

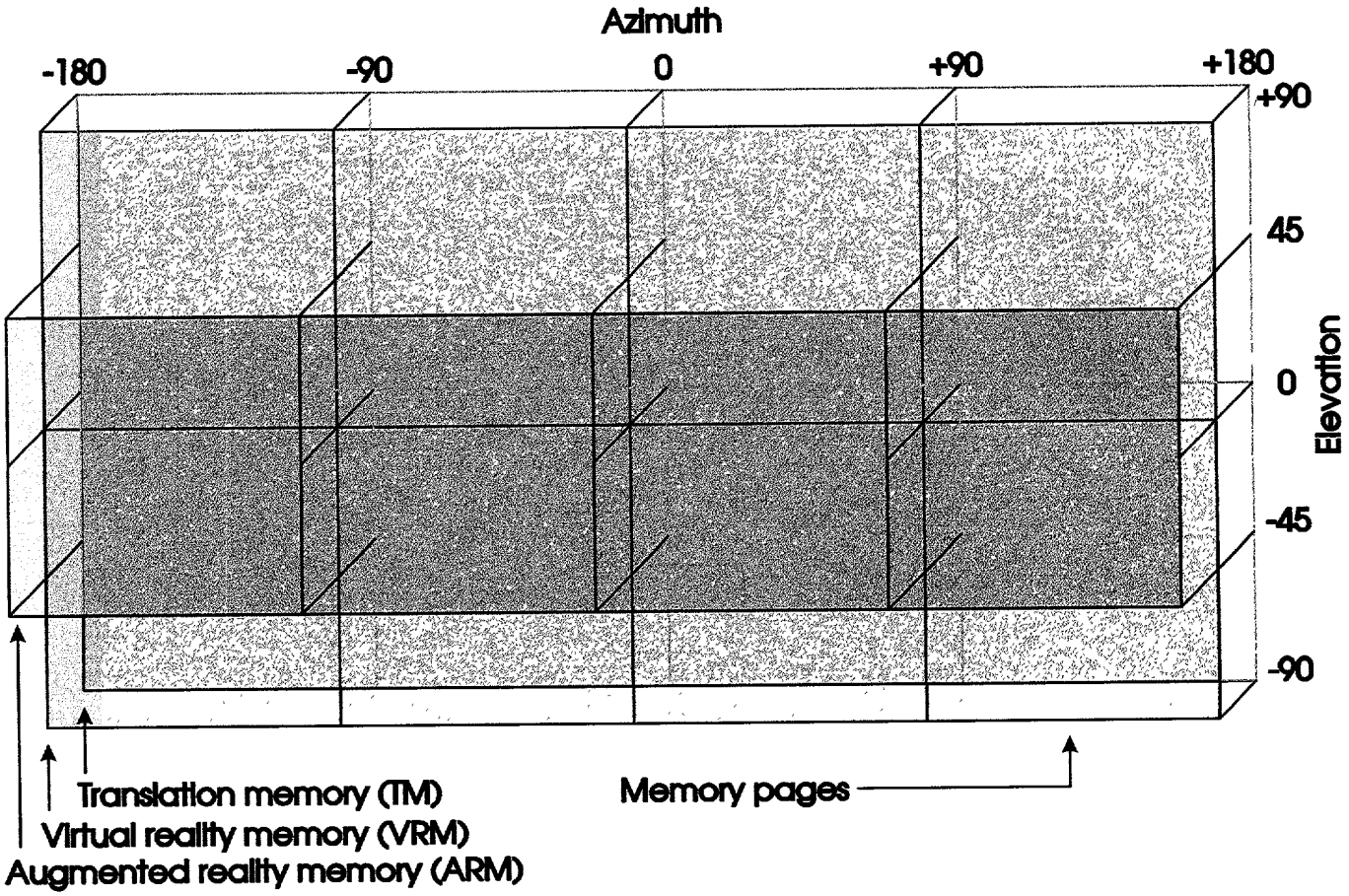


Fig. 8

VTV graphics engine: (data write side)

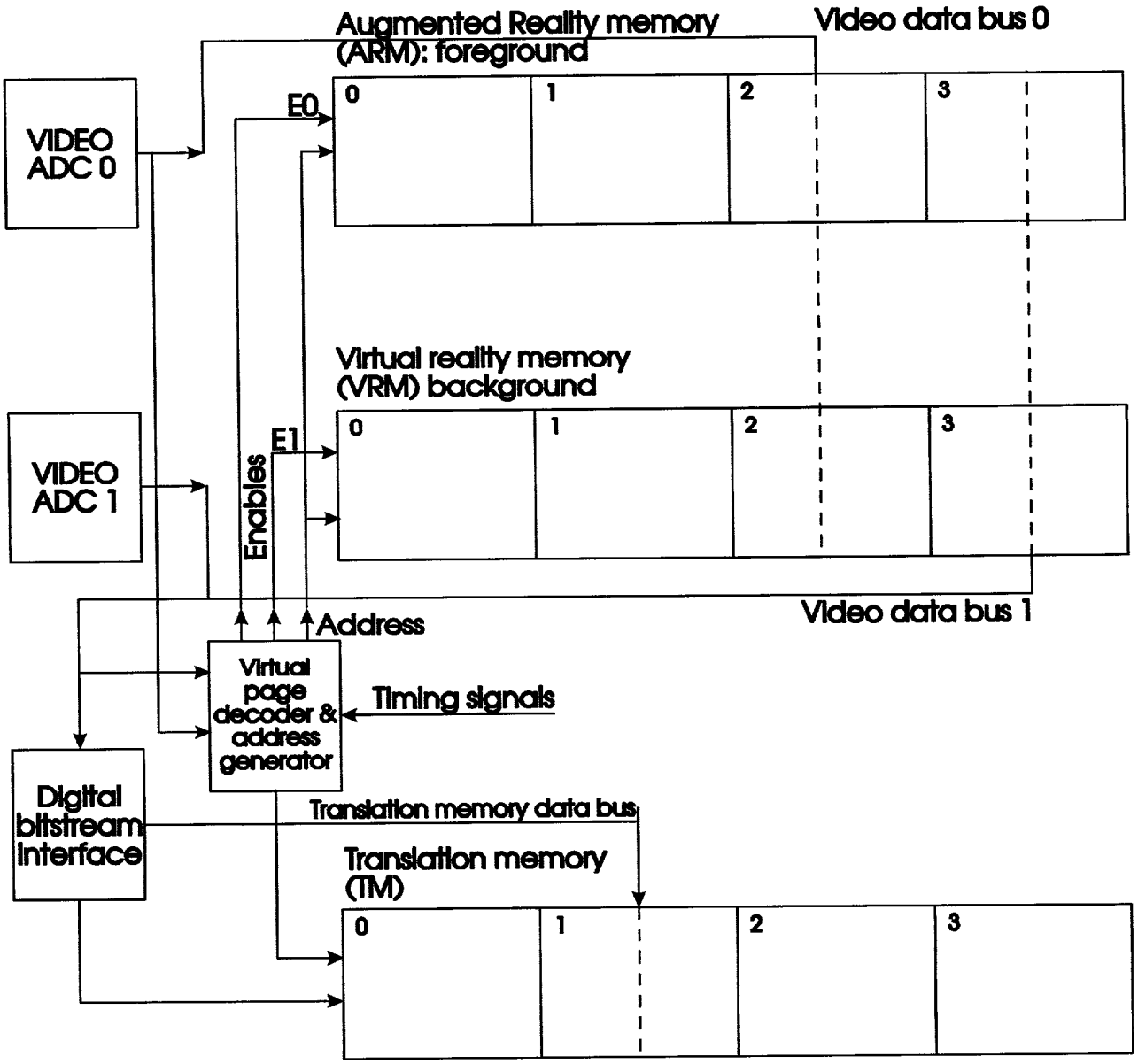


Fig. 9

VTV graphics engine (data read side)

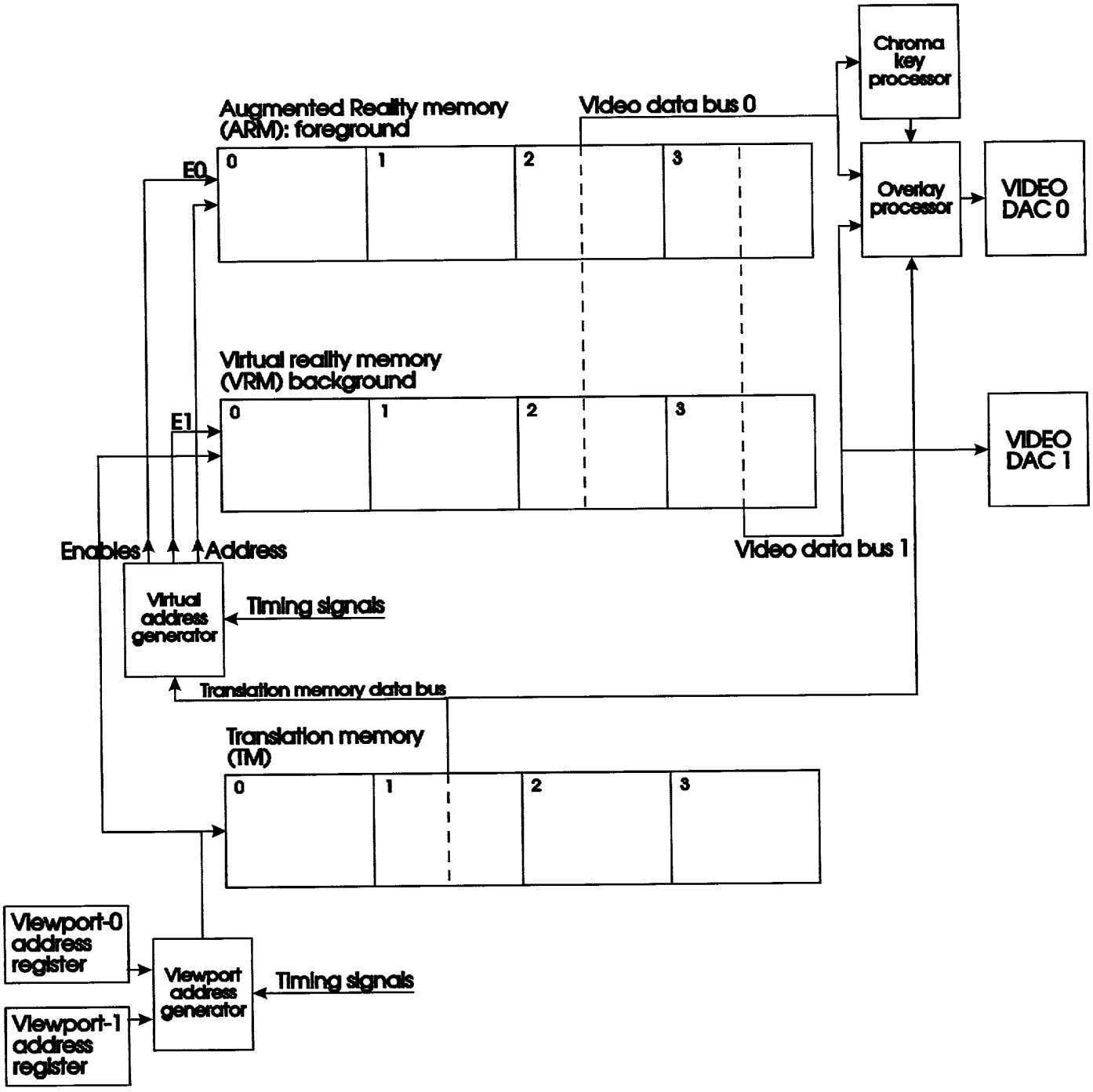


Fig. 10

Analogue video compatibility:

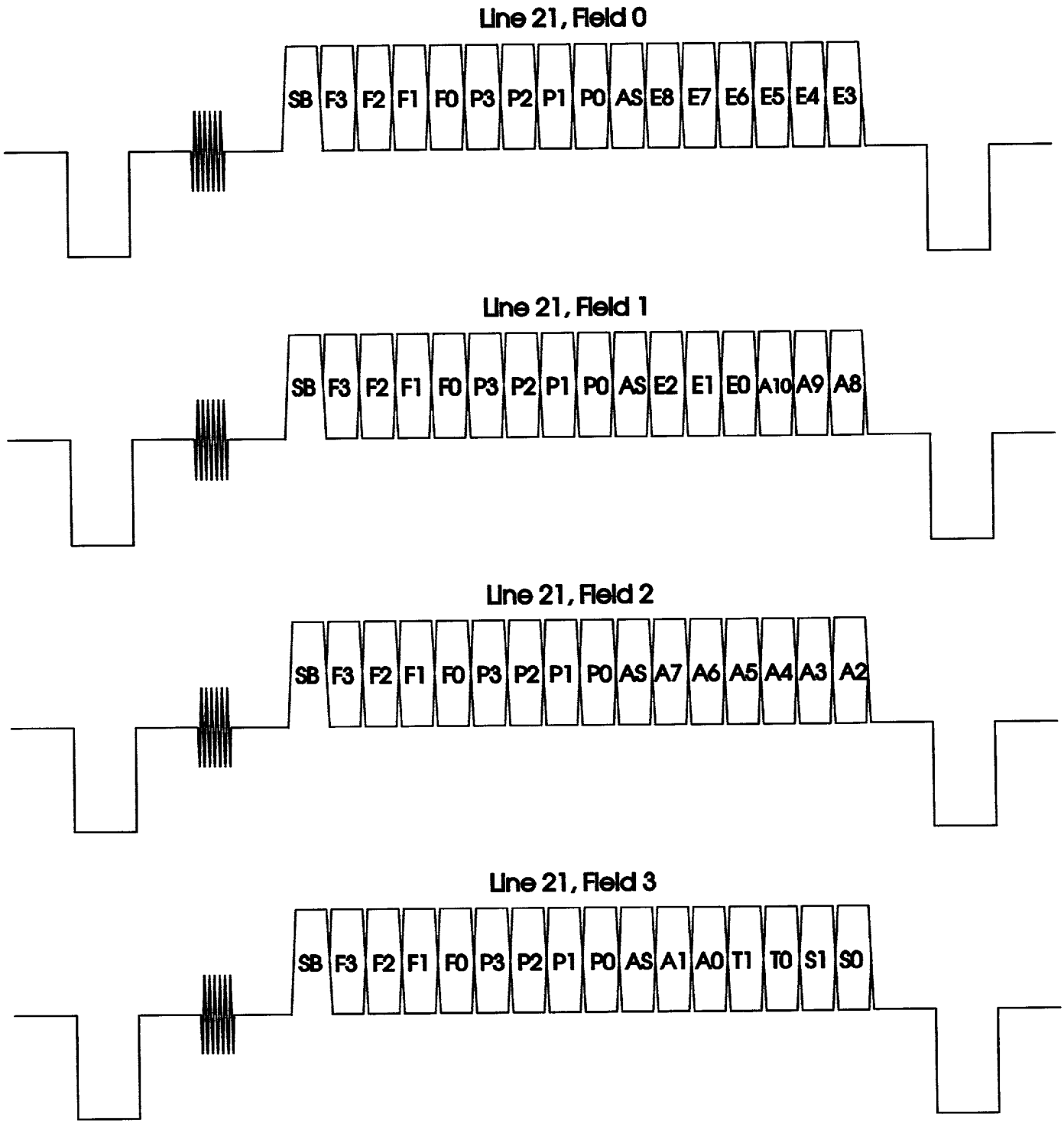


Fig. 11

CONTROL FIELD	BITS	VALUE	ASSIGNMENT KEY
FRAME FLIP	FF		FLIP MEMORY FRAMES
FIELD TYPE	F2-F0	0	FOREGROUND VIDEO (ARM)
		1	BACKGROUND VIDEO (VRM)
		2	DIGITAL HYBRID (TM)
		3	DIGITAL BIT STREAM FRAME (TM)
		4	RESERVED
		5	RESERVED
		6	RESERVED
		7	DIGITAL CONTROL FRAME
PAGE NUMBER	P3-P0	0-15	(DEPENDANT UPON MEM LAYOUT)
AUDIO SYNC	AS		RESET AUDIO BUFFER TO ZERO
ELEVATION CORRECTION	E8-E0	(+/- 45 DEG)	CAMERA ELEVATION
AZIMUTH CORRECTION	A10-A0	(+/- 180 DEG)	CAMERA AZIMUTH
AUDIO TRACKS	T1-T0	0	NO AUDIO TRACKS
		1	4 AUDIO TRACKS
		2	8 AUDIO TRACKS
		3	OBJECT BASED AUDIO
AUDIO SAMPLE RATE	S1-S0	0	2/4 LINES (15K S/S)
		1	3/6 LINES (23K S/S)
		2	4/8 LINES (31k S/S)
		3	5/10 LINES (38K S/S)

TABLE 1

Analogue video compatibility: (8 channel, low sample rate example)

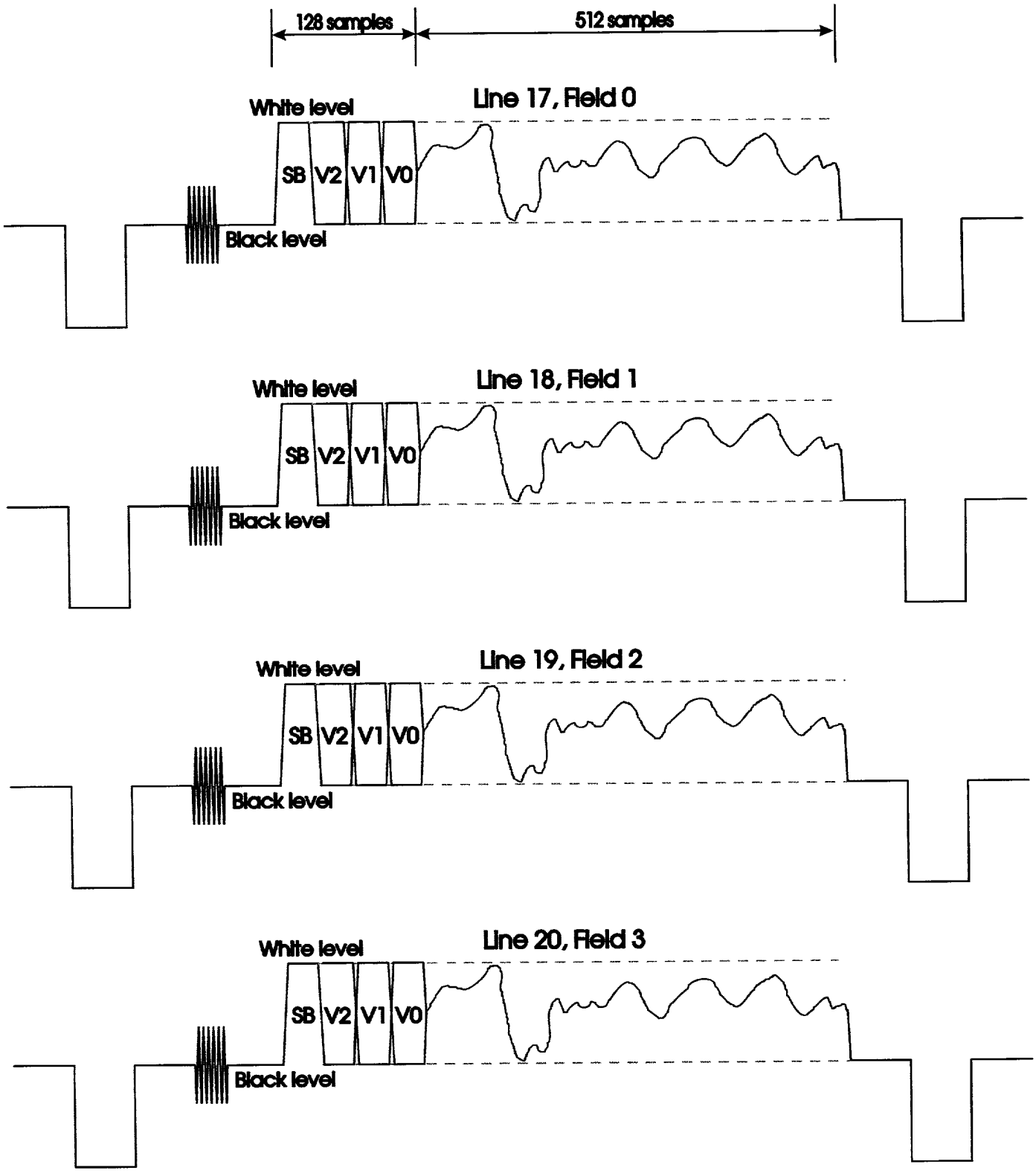


Fig. 12

Optical tracking system:

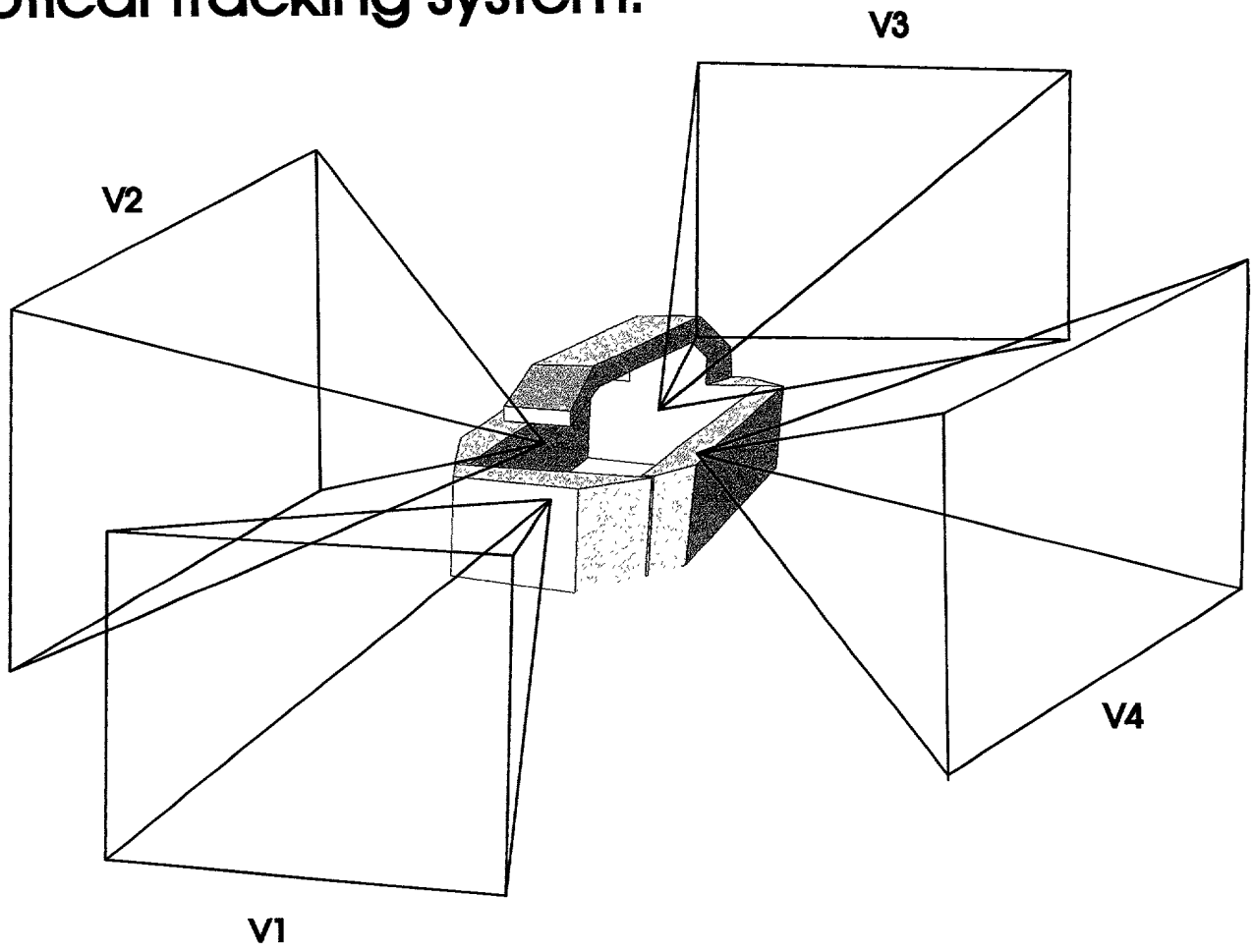
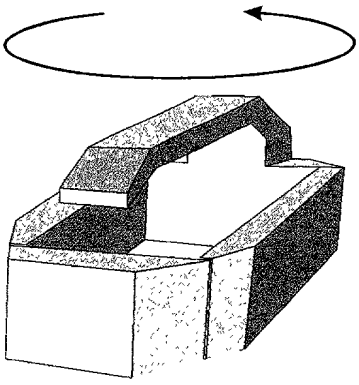


Fig. 13

Azimuth:



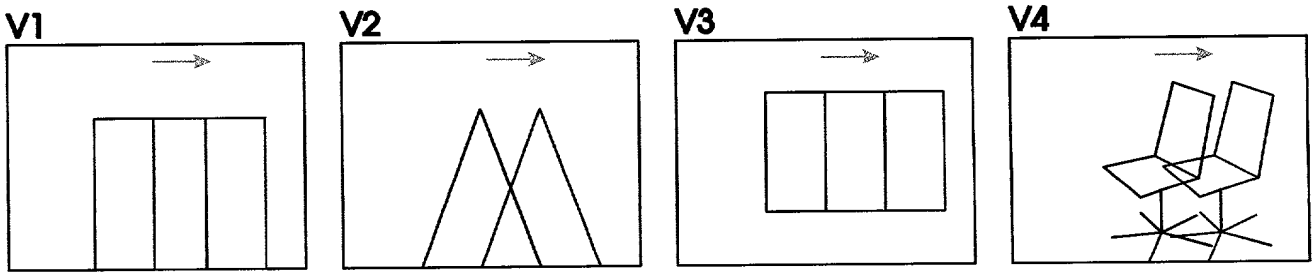


Fig. 14

Elevation:

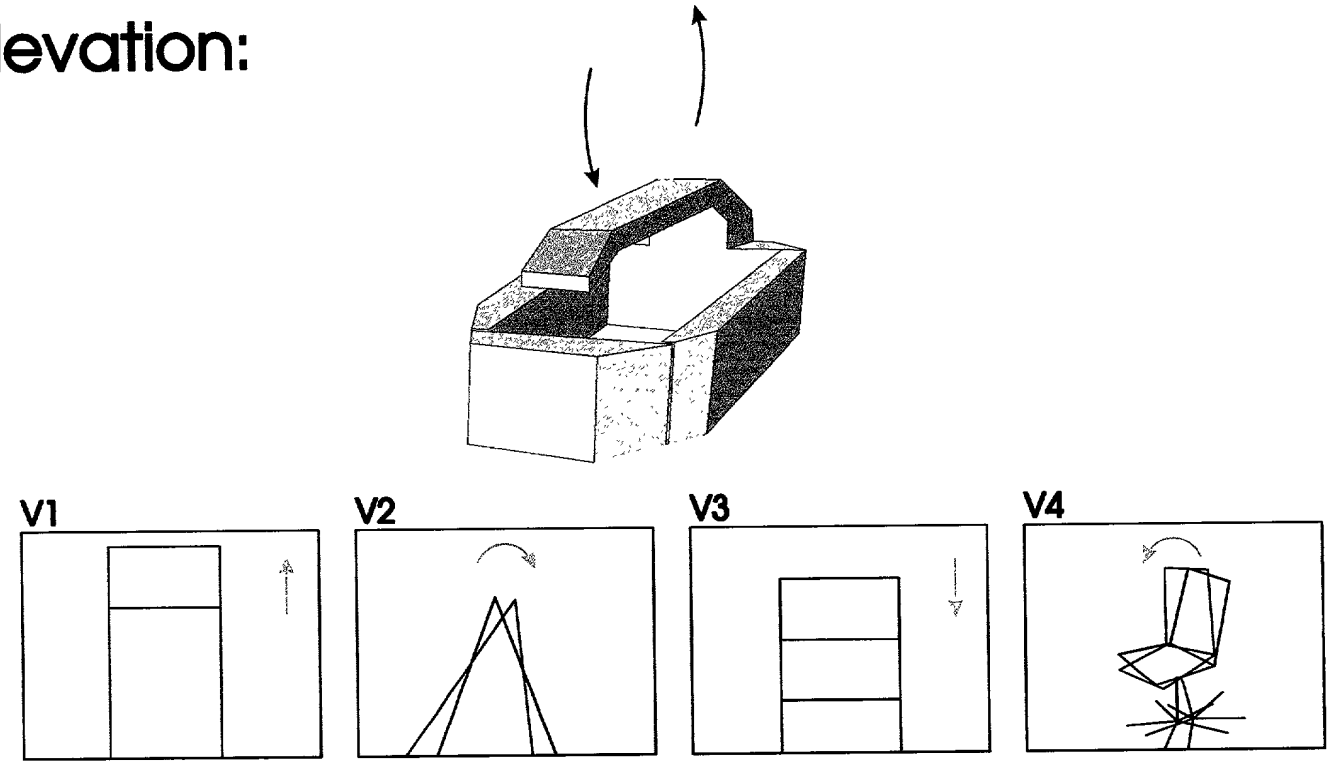


Fig. 15

Roll:

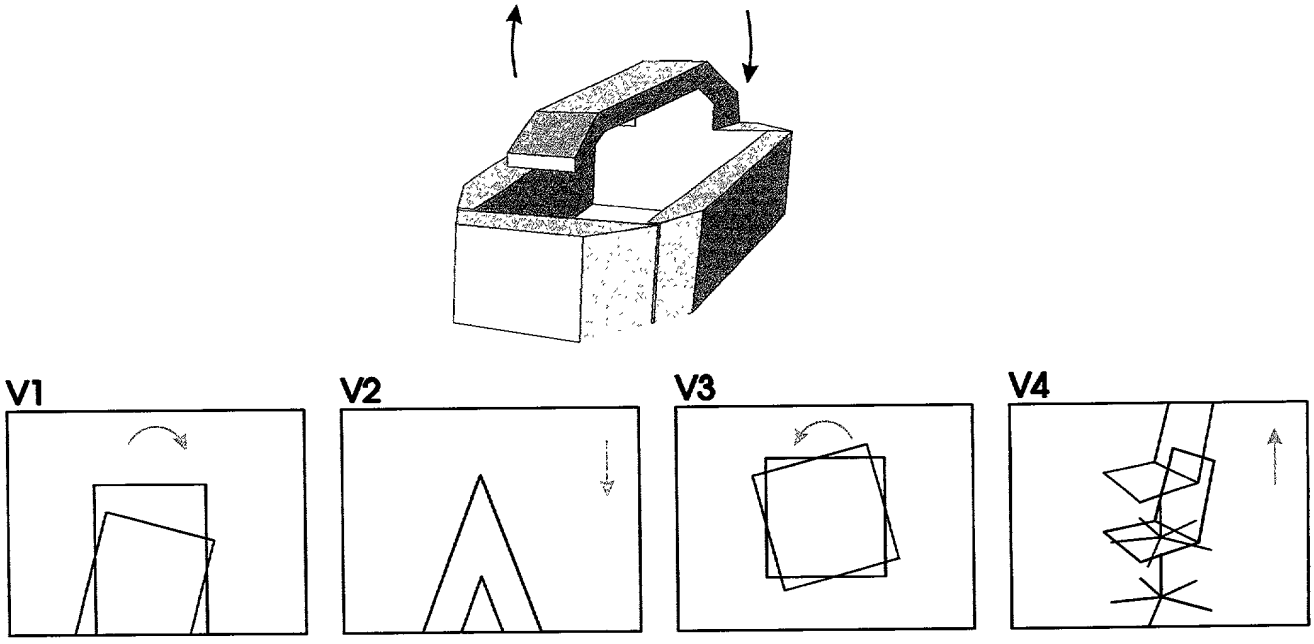


Fig. 16

Forwards/Backwards:

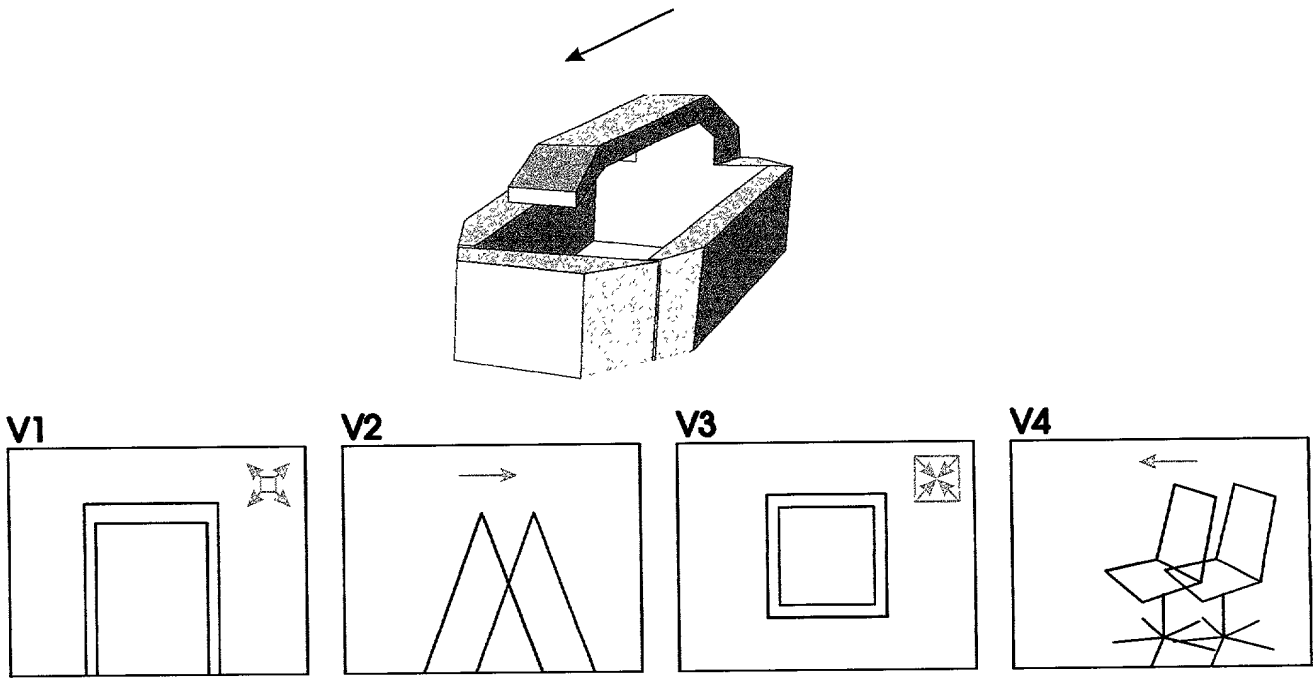


Fig. 17

Left/Right:

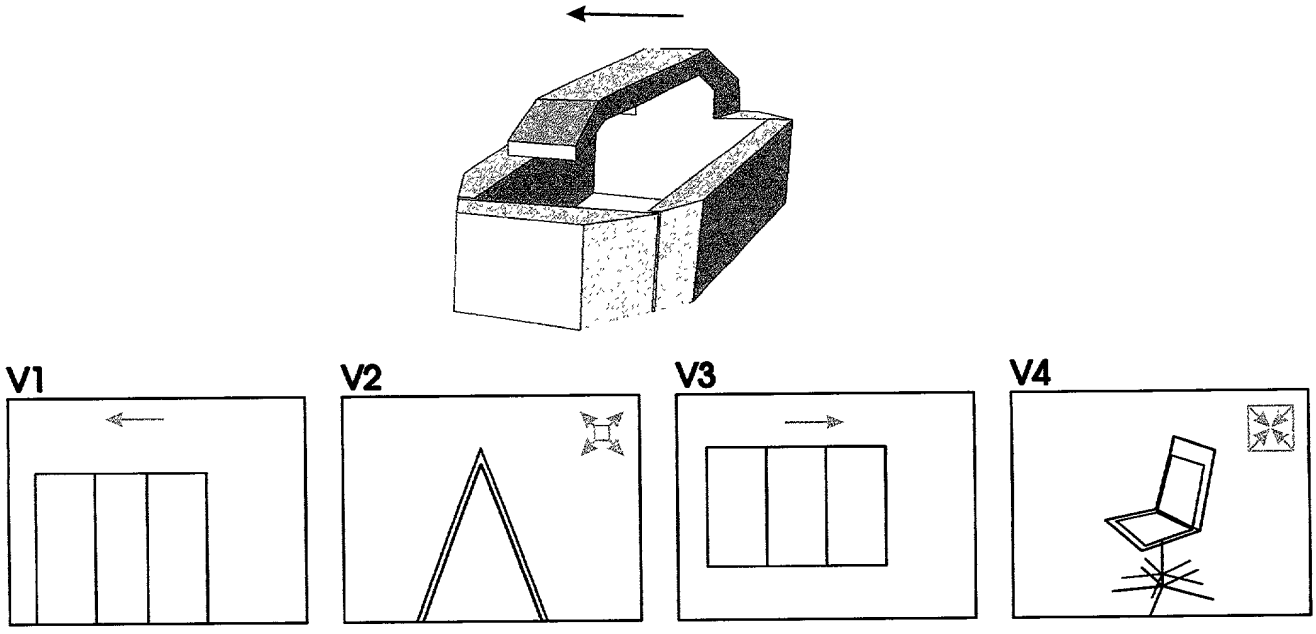
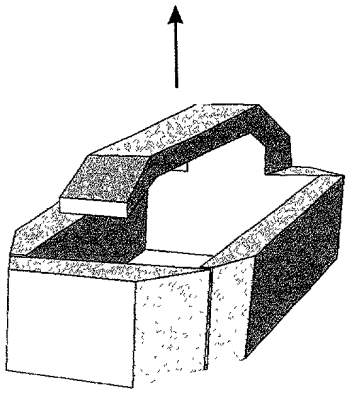


Fig. 18

Up/Down:



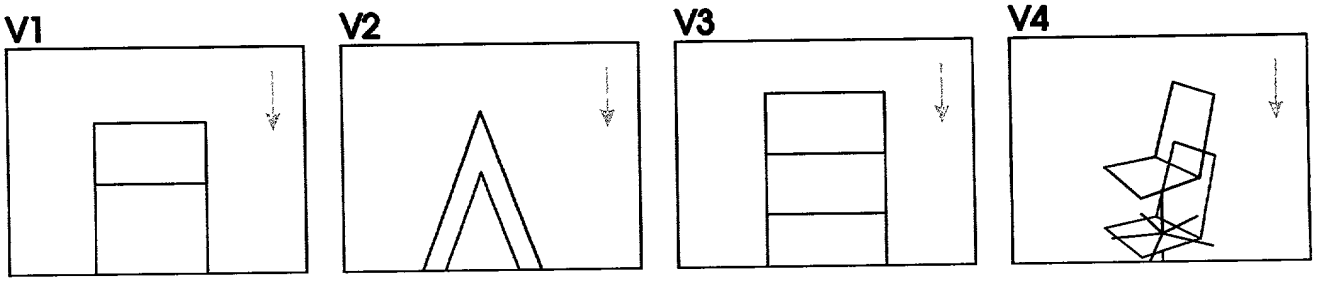


Fig. 19

Optical tracking hardware: (simplified system)

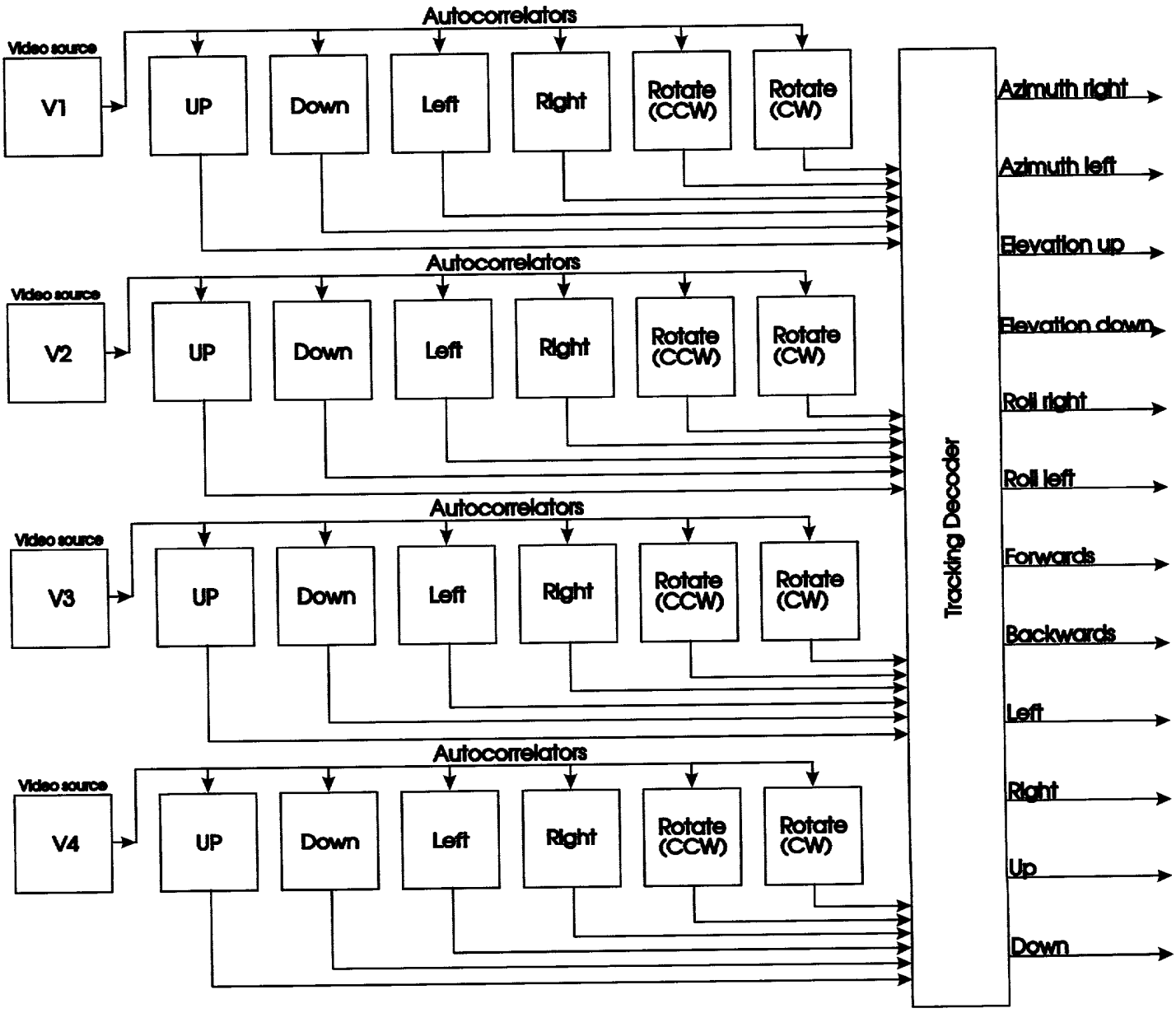


Fig. 20